

ROCK RAIDERS:

Movement

Unit types

Each unit is from a unit type which has the main variables for that unit type.

E.G. Big trucks are slow, they can't move on water, it can carry 6 crystals

Individual Variables

Each unit then has its own individual variables, that are unique to that particular unit.

E.G. It's position X,Y & Z, Its current speed and direction, how many crystals it is currently carrying.

To move

AI routines

Intro